

In adventures you can explore strange new worlds without leaving the comfort of your armchair. Your computer will act as your puppet and control your senses. You instruct the computer in short phrases, usually verb-noun. For example, if in the adventure you see a laser gun then you would enter GET LASER or GET GUN.

In each location you may find objects which you can use and manipulate in further locations to help you progress.

As this adventure is large, the program also has routines with which you can save your position to return to it at a later date.

To save the game, enter "QUIT". You will then be asked "DO YOU WANT TO SAVE THE GAME?" to which you reply "Y". You will then be asked "READY CASSETTE". Insert the cassette that will be used to save the game, press PLAY and RECORD on the datacorder, and then press any key on the keyboard. The game will take approx. 10 seconds to save.

You will notice that when you first begin the adventure you will be asked if you wish to restore a previously saved game. Normally you would answer with "N" for NO, but if you wish to load in a partially completed attempt, answer "Y". You will then be asked "READY CASSETTE". Insert the cassette, rewind to the correct position. Press PLAY on the datacorder and then any key on the keyboard. The game will continue from where you left it.

# ESPIONAGE ISLAND

## HINTS and TIPS:

**To escape from plane:**

GET PARA  
WEAR PARA  
PULL LEVER  
PULL CORD  
UNSTRAP PARA

**To get Lucky Beads in aircraft wreckage:**

FEEL CORNER  
PULL STRING  
GIVE BEADS (to Native Woman)

**To get Knife:**

KILL GUARD TO GET GUN AND TORCH  
FLOAT DOWNSTREAM AND GET OFF BOAT TO  
GET ROPE

**To get across crevasse:**

DROP STICK  
STITCHED IS THE SAME AS SEWN i.e. South,  
East, West, North to cross the swamp.

**To move rock:**

TIE ROPE TO ROCK AND TO TRUCK, THEN PUSH  
BUTTON, THEN PEDAL

**To divert tank:**

SWITCH SWITCH, REMOVE LIGHT AND INSERT  
PLASTIC...INTO LIGHT.  
SWITCH SWITCH AGAIN. SHINE TORCH...INTO  
HOLE

**To open safe:**

REMEMBER GRAFFITI No. KILL COLONEL,  
OPEN CUPBOARD AND WEAR JACKET

**To start helicopter:**

TURN HANDLE. DON'T GO DIRECTLY SOUTH BUT  
BY PASS THE AA GUN TO LAND ON AIRCRAFT  
CARRIER.

**ESPIONAGE ISLAND**

TO LOAD PRESS CONTROL AND ENTER